

ARCHLORD™

2

THE
INSPIRATION
FOR THE HOT
NEW VIDEO
GAME!

JIN-HWAN PARK

ARCHLORD™

2

EXCLUSIVE
IN-GAME ITEM
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JIN-HWAN PARK

Manga
Action/Fantasy
US \$9.99
CAN \$12.50
UK £6.99

RAISE AN ARMY.
RULE THE WORLD.
ONLY ONE CAN BE
ARCHLORD!

Horried that the descendant of Nathan Manas is still alive, Ernán sends out two of his best men to find and kill him. Meanwhile, Arin decides to journey with Zian and Ugdrasil to Elka to meet the great prophet Berouze. But when they meet two more travelers along the way in the Taas Forest, suspicions begin to mount on both sides...

*Based on the Hit
Video Game!*





Archlord History - The Chronicles of Chantra

Long ago, the Elementals infused their power into the very stones of the continent of Chantra, creating a land of magic and mystery whispered about in legends around the world. The most seductive story was that five of the gemstones -- Archons -- bestowed unimaginable power upon their bearer. Adventurers from many lands sought to make this power their own -- including humans and Orcs from the western continent. But though they were in a new land, they brought their old racial hatreds with them.

Two heroes emerged in Chantra around the year 7 BD -- the human warrior Nathan and the Orc magician Walcure. Both set out on their own quest to find the Archons. Their paths crossed in the heat of the Windrill desert as they searched for ancient ruins. Their instinctive hatred gripped them and they launched into a fierce battle, magic against strength and steel, clashing for hours on end. But they were evenly matched, and finally they collapsed from exhaustion. Recognizing each other as formidable fighters, both worthy of respect, they shared their water and formed a lasting friendship.

Together they continued the quest for the Archons, finally finding the old ruins. The tumbled rock and broken roads of the ancient city were not entirely abandoned, however. Destiny had one final trial for them. As they explored the remains of the city they discovered a great hall. Wandering deep into it they saw before them a throne richly decorated with carvings of warriors in fierce battle. As they stood there marveling, a man stepped from behind the throne. He was dressed in armor matching the carvings and he raised a menacing sword. This was Salamander, the last remaining guardian of this once amazing city. He was left by the ancients to defend their treasures to the end. He launched into a ferocious attack. It took the skill of both heroes to defeat the great Salamander.

As the mighty warrior fell, a huge door at the rear of the hall slid back revealing two incredible weapons. Both carried an Archon, infused with primordial Elemental power. The sword held the Archon of Fire, the staff held the Archon of Earth. Moving forward each claimed one -- Nathan chose the sword and Walcure took the staff.

Their adventure finished, they knew it was time to return to their own people. As the battle brothers parted ways they lifted a ring from the fallen Salamander and split it between them as a reminder of their shared journey and newfound allegiance to each other.

Nathan earned a reputation as a righteous warrior and built a great castle on Chantra called Manas. Walcure came to be called the greatest magician in all of Orc history. Countless tales of their achievements were told for generations, and over time, even their weapons took on names of their own. Nathan's sword became known as Drumhart, while Walcure's staff acquired the name Gaiahon. But the most important event of their lives would happen six years later.

One night six years later, Nathan and Walcure were both awakened by an eerie sound -- a warning cry only they could hear. It seemed to come from their magical weapons. Mystified, they both traveled to Serend to consult Gracia, a wise archer of the Moon elves. They arrived at the same time, and Gracia knew why they had come. Her own bow, Evengarda, contained two Archons and was also wailing. She explained that a magician called Cyrius had gained an Archon of his own, and was calling the weapons -- trying to unite all the powers of the Elementals in one person. Trying to become an Archlord.

With all five Archons, Cyrius would be nearly invincible, and the three heroes knew that one person could not be trusted with such enormous powers. Nathan, Walcure and Gracia banded together to find Cyrius and defeat him. At last they confronted him and a battle ensued in the same ancient, desert ruins where Walcure and Nathan had gained their Archons. All three fought tirelessly, but finally it was the Moon elf Gracia who took down Cyrius with her bow. It cost her a deep wound from his magic, but the heroes triumphed. They had no respect for the power-hungry magician, so they abandoned the body in the ruins, Gracia's arrows still piercing Cyrius' chest. Afraid of being tempted by the power of five united Archons, the heroes decided to hide the one they gained from Cyrius. At the time, a great city named Dulan was being constructed--at its heart a mighty castle. Together they buried the final Archon under the castle's foundation stone and sealed it with magic.

The secret of its resting place was never revealed, but Nathan had witnessed the full extent of the power of the Archon, and he became cautious of the Archon inside Drumhart. He asked the Doun to craft a magical scabbard, which would seal in the power of the sword as long as it was sheathed. From then on, he drew his weapon only when absolutely necessary, and strong cautions were handed down as the sword passed on through generations of his descendants.

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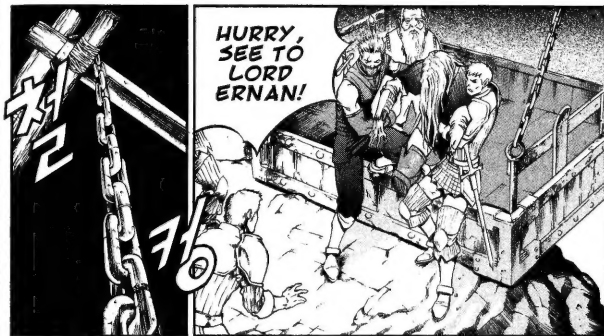
ARCHIORD

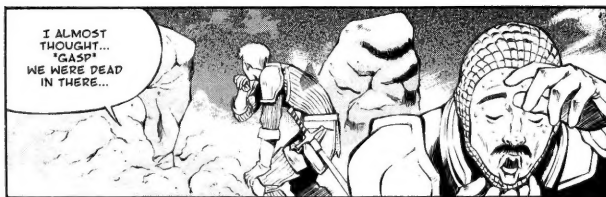
The
line of
Manas...

...yet
survives!



Episode 8
Rume Traval's Trial, Part II







Manas'
bloodline...

...has not
ended!



Your
right...



...is forever
forfeit. Your life's
blood belongs
to another.

That
is your
destiny.



HOW?



WHAT
ARE YOU
SAYING?



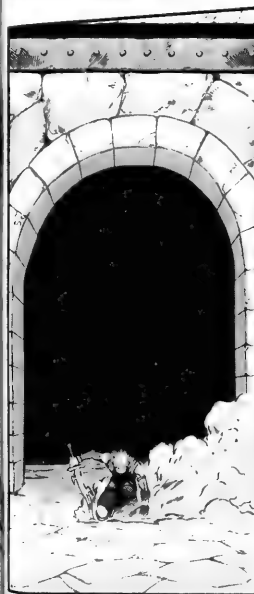
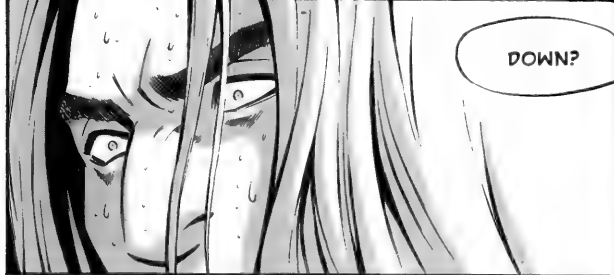


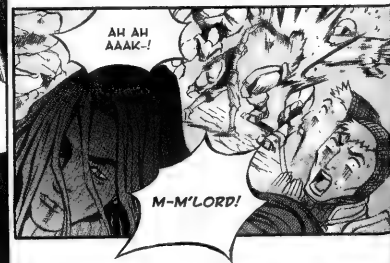
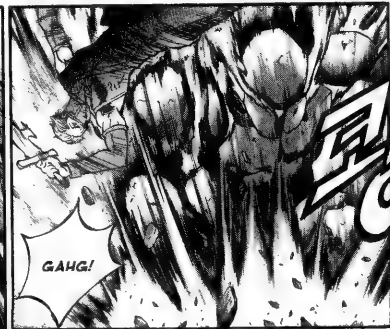
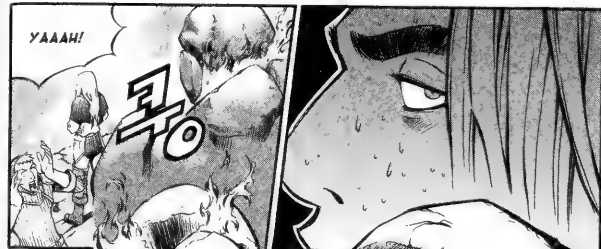
R-ROCK
GOLEMS?



RUN!
RUN,
YOU
FOOL!







AFTER
EVERYTHING...

...IS *THIS* HOW
IT'S TO END?

MY ENTIRE
LIFE...

HOW
ABSURD.

T

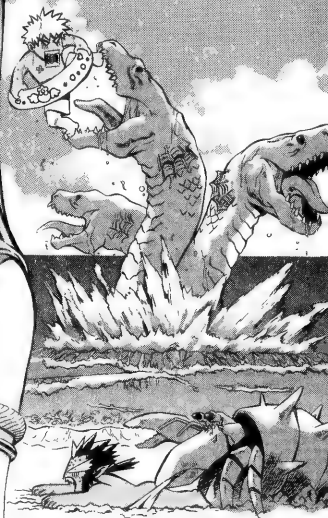
LORD
ERNAN!

IF THE
CHOICE IS
SURRENDERING
MY LIFE TO
ANOTHER...

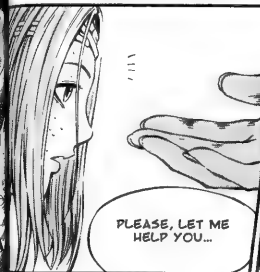
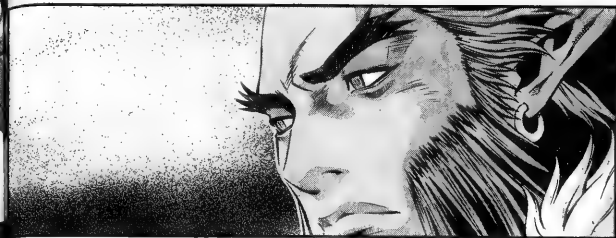
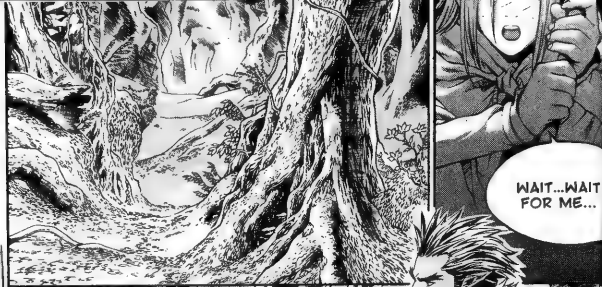
...I'D SOONER
END IT
MYSELF.

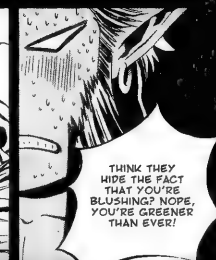
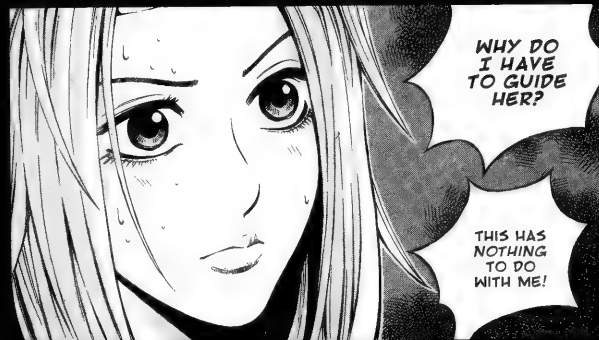


Episode 9
Argument and
Departure



Episode 9
Argument and
Departure







SNAGA
SNORK!

YEEK!



STOP!
WHOA! I'M
GETTING
DIZZY!!!



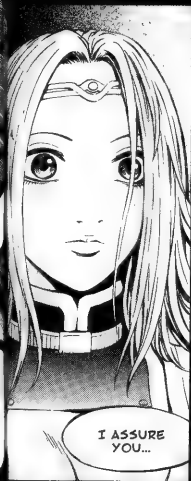
FRIAR
KENNETH, I
BEG YOUR
PARDON,
BUT...TO GO
WITH THEM...



THE ROAD
TO ELKA IS
PERILOUS,
YOUNG LADY.



I WON'T HAVE
YOU HAZARD
IT ALONE.



I ASSURE
YOU...

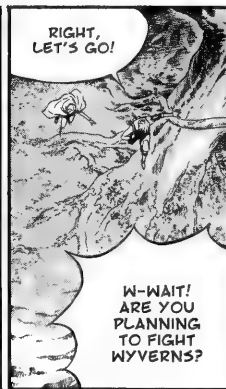


...UGDRASIL
IS WELL
ACQUAINTED
WITH THE
NEUTRAL
AREAS.

YOU'LL NOT
FIND A BETTER
GUIDE.



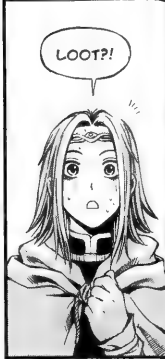
I CAN MAKE
IT ON MY
OWN.





WHAT?

AFTER THE
WYVERNS SWEEP
BY, THERE'S
ALWAYS LOTS OF
EXPENSIVE LOOT
LYING AROUND!



LOOT?!



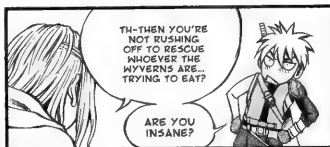
YOU'LL SEE.
HE'LL DO MORE
WORK FOR YOU
THAN TWO MEN.

HOWEVER,
I'VE DISCIPLINED
HIM FROM AN
EARLY AGE.



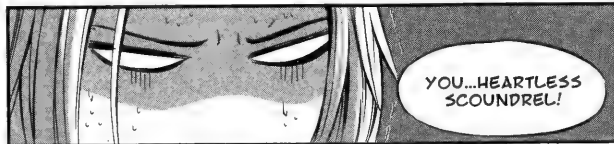
...THERE'S ONE
THING I WOULD
KNOW...

BUT BEFORE I
SEND YOU OFF...



TH-THEN YOU'RE
NOT RUSHING
OFF TO RESCUE
WHOMEVER THE
WYVERNS ARE...
TRYING TO EAT?

ARE YOU
INSANE?



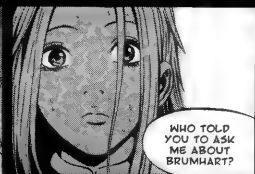
YOU...HEARTLESS
SCOUNDREL!



HE APPEARS
CALLOW AND
SELF-SERVING,
I ADMIT.



A MEMBER
OF YOUR
COUNCIL?



WHO TOLD
YOU TO ASK
ME ABOUT
BRUMHART?



WAS IT YOUR
FATHER?



OR...



PAY NO
ATTENTION, DEAR,
TO MY SENILE
BABBLING.



HONESTLY?
YOU'RE GIVING
THIS TO ME,
GRANDPA?

HAVE YOU SUDDENLY
COME DOWN WITH
A FATAL ILLNESS?
GENEROSITY IS SO
UNLIKE YOU...



OKAY, YOU
TANGLED ME
UP! HAPPY?
NOW, CUT ME
LOOSE!!



OH, THERE
I GO AGAIN
WITH MY RUDE
QUESTIONS.

PLEASE,
FORGET I
EVEN ASKED.



WHOA!
I'M JUST
KIDDING!
IT'S A
JOKE...A
JOKE...



THERE'S ONE
MORE THING
YOU'LL NEED.

HERE.



IT'S THE
WEAPON I
WIELDED WHEN
I WAS YOUNG...



OOO...



IT'S
LIGHT!

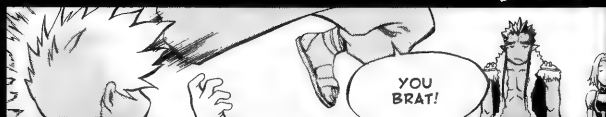


YOU USED THIS
WHEN YOU
WERE YOUNG?



SOOO...

...HOW'D YOU
KEEP IT FROM
DRAGGING
BEHIND YOU?



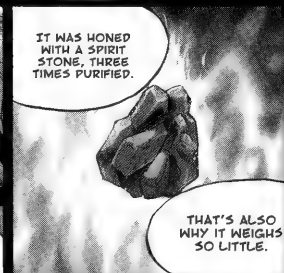
YOU
BRAT!



IF YOU EXAMINE
THE SWORD
CLOSELY...

...YOU'LL SEE
THAT LIGHT
SEEMS TO
WRAP AROUND
THE BLADE.

OOO...I
SEE!



IT WAS HONED
WITH A SPIRIT
STONE, THREE
TIMES PURIFIED.

THAT'S ALSO
WHY IT WEIGHS
SO LITTLE.



WHOA...

THAT WOULD
MAKE THIS
A TRULY
EXTRAORDINARY
BLADE,
WOULDN'T IT?



GRANDPA...



HOW MUCH DO
YOU THINK THIS
WOULD FETCH
IF I SOLD IT?



HEY, DON'T
YOU THINK
I REALIZE
YOU'RE
TRYING TO
BAIT ME WITH
THIS THING?

WHY DO
YOU WANT TO
BUTT INTO
SOMETHING
THAT HAS
NOTHING TO
DO WITH ME?



ZIAN...

IT IS ENOUGH FOR ME
TO SAY THERE ARE
VERY GOOD REASONS
I'M SENDING YOU
ON THIS JOURNEY.

SHUT
UP AND
LISTEN!

GO. SEEK
OUT THE FAR
REACHES OF
CHANTRA.

SEARCH UNTIL
YOU FIND
YOUR TRUE
STRENGTH.

THIS HAS
EVERYTHING TO
DO WITH YOU!

YOU'LL GATHER
IT UP. THEN
YOU'LL REACH
OUT AND GRASP...



...YOUR
DESTINY.



IS TODAY
THE DAY?

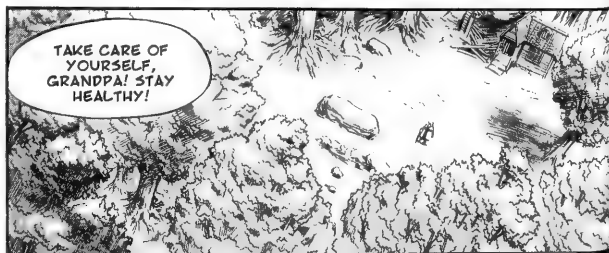


WHAT'S THAT
SUPPOSED
TO MEAN...

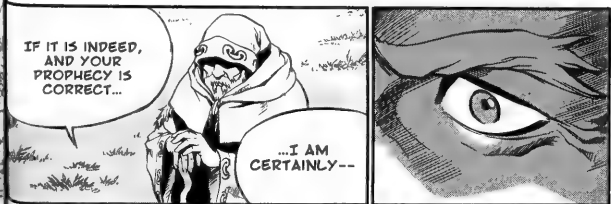


THE DAY YOU
PROPHESIED,
BERWOTZ?

THE
GREATEST
PROPHET IN
ALL CHANTRA.



TAKE CARE OF
YOURSELF,
GRANDPA! STAY
HEALTHY!



IF IT IS INDEED,
AND YOUR
PROPHECY IS
CORRECT...

...I AM
CERTAINLY--





GUH!



OH!
YOU'RE
AWAKE!



YAY, BIG
DADDY
ERNAN!

Episode 10
Ernan's Elite Guard



WHAT A RELIEF!

NA...
NAIL?

HUH?

ARE YOU
PESTERING THE
COMMANDER
AGAIN, DOG
EARS?

IT'S A RELIEF
TO SEE
YOU'RE STILL
BREATHING,
COMMANDER.

YOU'D
BETTER
LET ME
GO!

SCAR, WHAT
HAPPENED? I
REMEMBER
FALLING
FROM THE
CLIFF, BUT...

LET
ME
GO!

LET
ME
GO!



IT WAS A NEAR
THING.

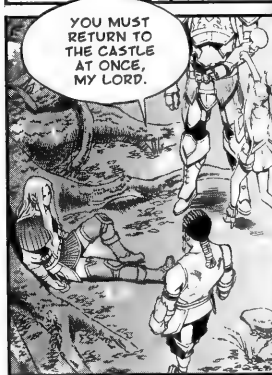
BREAKING
AND
BRIDLING
THESE
GUYS...

...WAS
NO EASY
TRICK.



YOU
TAMED THE
WYVERNS?

ASTONISHING.

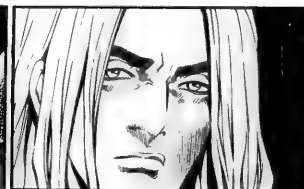


YOU MUST
RETURN TO
THE CASTLE
AT ONCE,
MY LORD.



TALON,
YOU CAME
TOO?

ALTHOUGH
YOUR RIGHT
HAND MAY
RECOVER
WITH TIME
AND REST...



...YOUR
LEFT
HAND...



HONESTLY,
COMMANDER, IS IT ANY
COINCIDENCE YOU RAN
INTO DISASTER WITH
OLD CYCLOPS THERE
AS YOUR SECOND?



BRUMHART'S
FAME DID AID
ERNAN'S RISE
TO COMMAND
OF DULAN'S
ARMIES, BUT...

...IT'S SAID THE
REAL KEY TO HIS
SUCCESS WAS
HIS PERSONAL
BAND OF ELITE
GUARDS.



ALTHOUGH
I HAVE
NEVER
SEEN
THEM...

...THEIR
REPUTATION
CASTS
A LONG
SHADOW.

AMONG
THEM IS
A MAN
CALLED
SCAR.

HE'S RUMORED
TO HAVE FOUGHT
A GARGOYLE IN
SINGLE COMBAT.

THEY SAY HE FOUGHT
BARE-CHESTED...
AND WON. IT WAS
THE WOUNDS HE
INCURRED FROM THAT
ENCOUNTER THAT
GAVE HIM HIS NAME.

BUT SCAR IS
ONLY ONE
OF THEM...

ERNAN HAS
SURROUNDED
HIMSELF WITH
CHAMPIONS. ALL
LEGENDS.

IF WE MEET
THEM--

QUICK
QUESTION...

CAN YOU EVER
SHUT UP? IT'S
A PROCESS
BY WHICH YOU
STOP MAKING
CONSTANT
NOISE.

*Speaking as a
professor explaining
a difficult concept.*

YOU
ASKED!

MY
MISTAKE.

I DIDN'T KNOW
THE ANSWER
WOULD BE
ENDLESS.

OOO...!

THIS
BICKERING
IS WHAT IS
ENDLESS.

SHAKE

2

WILL HE EVER
BORE OF
TORTURING HER?

THERE'S
SOMEONE
NEARBY!





THERE WAS
A FLASH...



THEN...



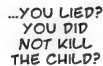
HOW
PERTINACIOUS...



IF YOU HAVE TO
SEARCH EVERY
TREE AND ROCK
IN TASS FOREST...



...IS MANAS'S
VEXING
BLIGHT ON
CHANTRA.



...YOU LIED?
YOU DID
NOT KILL
THE CHILD?



...FIND
HIM!!



KILL
THE LAST
HEIR OF
MANAS!



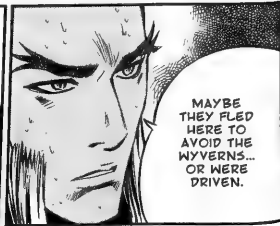
END THAT
RIDICULOUS,
DIEHARD
BLOODLINE!



AAAHH!



WHAT...ARE
LYCANTHROPE
DOING ALL
THE WAY
DOWN HERE?



MAYBE
THEY FLED
HERE TO
AVOID THE
WYVERNS...
OR WERE
DRIVEN.



STILL, DOESN'T
THIS LOOK
STRANGE?
THEY DON'T
RUN IN PACKS...

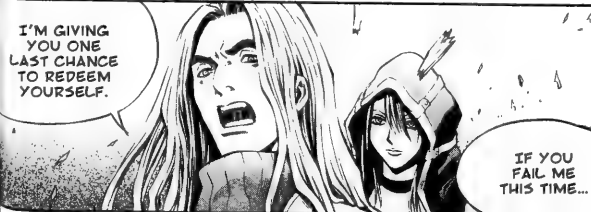
YOU ARE
RIGHT...IF THEY
ARE ROAMING
TOGETHER
LIKE THIS...

...IT MEANS
THAT THE HEAD
OF THE PACK
MUST BE HERE.



LET'S
GET OUT
OF HERE.
NOW.

I'M GIVING
YOU ONE
LAST CHANCE
TO REDEEM
YOURSELF.



IF YOU
FAIL ME
THIS TIME...



...I DON'T NEED
TO TELL YOU
WHAT THE
CONSEQUENCE
WILL BE.



SCAR, NAIL...



HEY! DON'T
YOU HAVE ANY
DIGNITY?!

NOO! I WANT
TO COME WITH
YOU!! DON'T
MAKE ME STAY
WITH THESE
BABOONS!!



WHATEVER
IT TAKES...



...AND TALON.

I CAN REPAIR TO
MY CASTLE ONLY
BECAUSE OF MY
CONFIDENCE IN YOUR
PROVEN ABILITIES.
I HOPE I WON'T
REPENT PUTTING
MY TRUST IN YOU.



REST EASY
IN YOUR
CASTLE.
YOU HAVE
NOTHING
TO WORRY
ABOUT.



...MANAS'
LINE MUST
END!





I'M
TALKING
TO YOU!
GET AWAY
FROM HIM!



BOLLOCKS!

I DIDN'T SAY
IT IN FRONT
OF THE
COMMANDER...



...BUT WHY
SHOULD WE
RISK OUR
NECKS TO
COVER YOUR
MISTAKE?



I NEVER ASKED
FOR YOUR
HELP. IF YOU
DON'T WANT
THE MISSION,
LEAVE. GO
BACK TO THE
CASTLE.



W-WAIT...

STOP IT,
BOTH OF
YOU. IT'S
NOT THE
TIME TO
ARGUE.



BOLLOCKS,
THAT'S SOME
BIG TALK FROM
A GUY WHOSE
FIGHTING
SPECIALTY
IS THROWING
KNIVES AT
PEOPLE'S
BACKS...



A DUMB
LUNK WHO
SLEEPS ON
HIS STOMACH
SHOULD BE
CAREFUL
WHAT HE
SAYS.

YOU NEVER
KNOW WHAT
LURKS AT NIGHT.



YOU
TREACHEROUS
SNAKE! I
NEVER LIKED
YOU FROM
THE START!



BOTH
OF YOU!



I ASKED
YOU
POLITELY
TO STOP.



BOLLOCKS!

WE'RE
HUNTING
A BLACK
DUCK IN
THE DARK
WITH NO
DOG!



IN THIS
WHOLE
ENDLESS
FOREST...

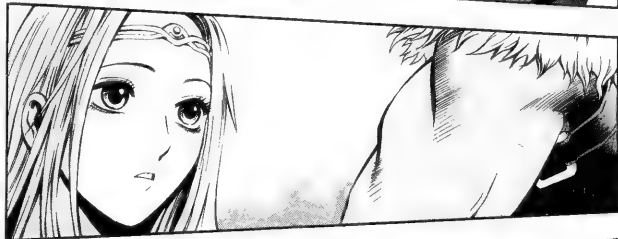
...HOW
ARE WE
SUPPOSED
TO FIND
THIS ONE
KID?!

부스려



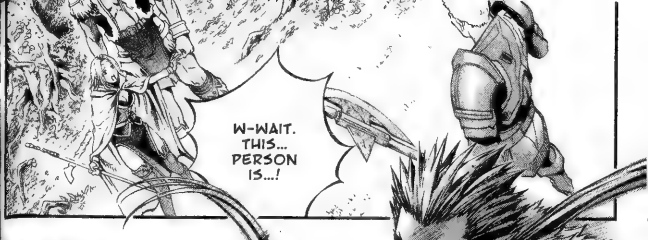
Episode 11
Interlopers



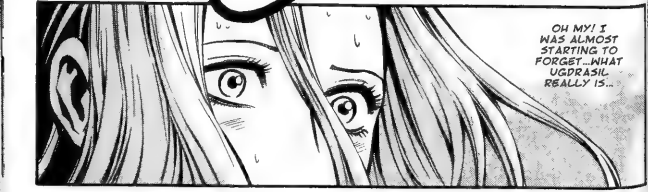




WHAT'S AN
ORC DOING
IN MY
FOREST?!



W-WAIT.
THIS...
PERSON
IS...!



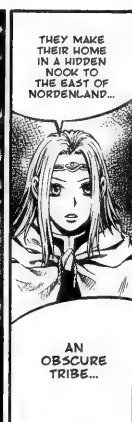
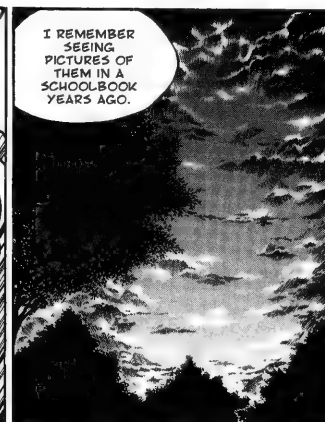
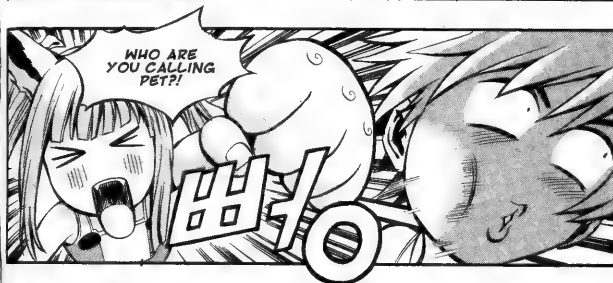
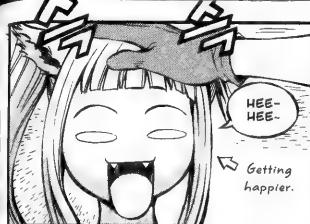
OH MY! I
WAS ALMOST
STARTING TO
FORGET...WHAT
UCDRA-SHI
REALLY IS...



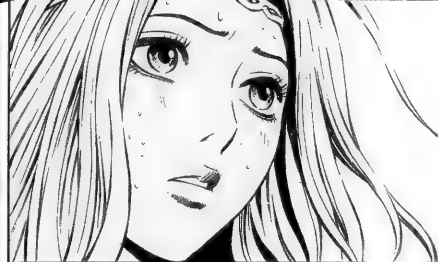
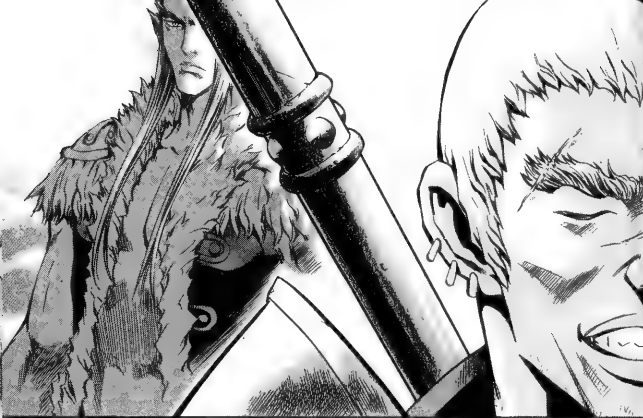
AH...AH...



COME
ON,
THEN!





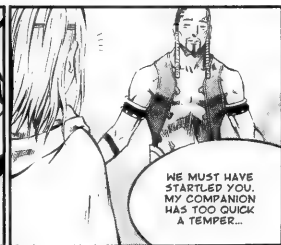


THESE
PEOPLE...
HAVE A BAD
ENERGY
ABOUT THEM...

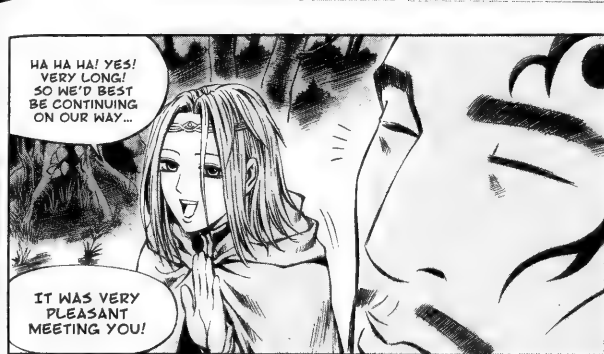


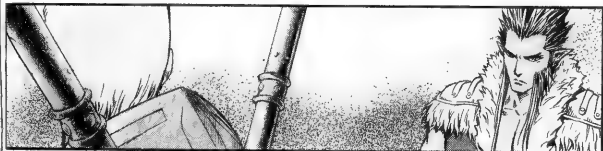
CHOMP!

STOP
EATING
ME!



WE MUST HAVE
STARTLED YOU,
MY COMPANION
HAS TOO QUICK
A TEMPER...





GOOD THEN. SHALL
WE REST THE NIGHT?

WE'LL GO
HUNT FOR
MORE DRIED
BRANCHES.

They've
become
close
all of a
sudden.

WHY DON'T
YOU COME
HELP ME?

WHAT?

IF I LEAVE
YOU HERE WITH
SCAR, YOU'LL
ONLY FIGHT.

FOR BOTH OF
YOUR SAKES,
THIS IS BETTER.

YOU MEN FIND
SOMETHING FOR
US TO EAT.

THIS IS
NOT GOOD.
THIS IS NOT
GOOD.

IF WE'RE
TO SHARE
A MEAL, WE
SHOULD CATCH
A BIG ONE,
SHOULDN'T
WE?

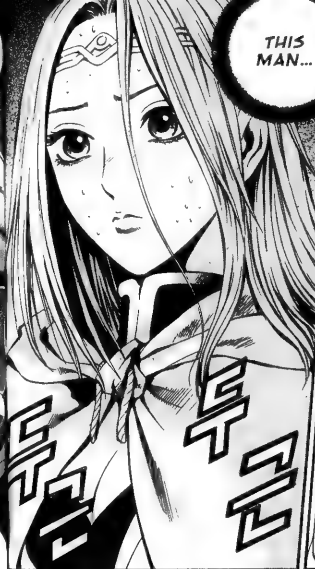
OOFF...
I'VE BEEN
LUGGING
THIS GEAR
ALL DAY...



THE SCARS?

AHH. THAT'S
BETTER.

I GOT 'EM
FIGHTING A
GARGOYLE.



THIS
MAN...

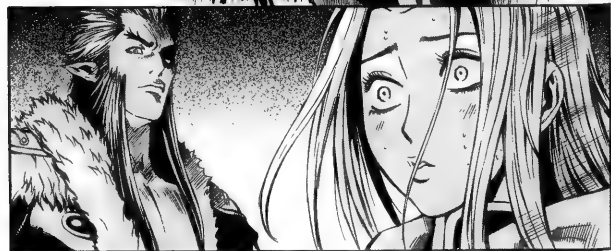


COULD HE
ACTUALLY
BE...?



UH-HUH...
THAT DUMB
OX BACK
THERE?

HIS NAME
IS SCAR.



ALL THE LUMMOX
DOES IS FIGHT
AND BRAG.



I CANNOT
UNDERSTAND WHY
SWEET DADDY ERNAN
KEEPS HIM AROUND.



SWEET DADDY
ERNAN IS THE
EXACT OPPOSITE
OF SCAR... HE'S
GALLANT AND
DASHING!

Lord
Ernan...



SCAR...ERNAN? I
FEEL LIKE I'VE
HEARD THOSE
NAMES...SOMEWHERE
BEFORE...

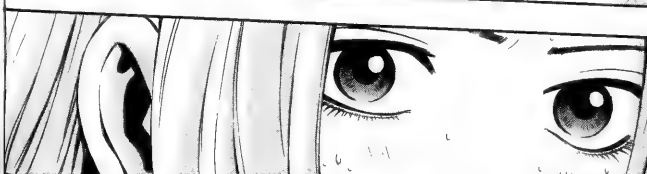


IT MAKES
ME WANT TO
MEET HIM.



HEY...

...WHY ARE YOU
GUYS TRAVELING
IN TASS FOREST?



WE'RE LOOKING FOR
A LITTLE THIEF. HE
LIVES WITH SOME
STRANGE OLD MAN OUT
HERE IN THE WOODS.

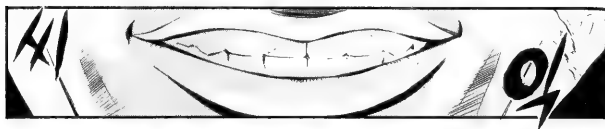
I'VE HEARD
THE OLD MAN'S
FIGHTING SKILLS
ARE INCREDIBLE.



HAVE YOU
HEARD OF
THESE TWO?



I-I'M NOT
SURE. WE
DON'T REALLY
KNOW...





BUT...THESE KIDS
ARE STRUTTING
STRAIGHT
THROUGH THE
MIDDLE OF IT.

ISN'T THERE
SOMETHING
PECULIAR
ABOUT THAT?



THINK ABOUT
THE WAY THE
YOUNG MAN
TALKS AND
BEHAVES. HE'S
COMFORTABLE
HERE. AS IF HE
GREN UP WITH
THE TREES.

SO, I WAS
THINKING...

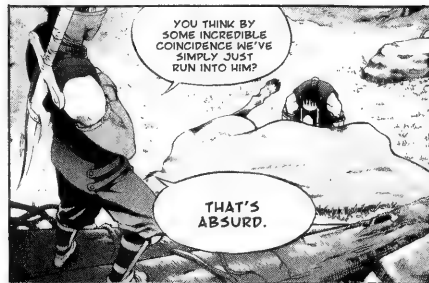


IT'S ONLY
A HUNCH
BUT...

THIS COULD
VERY WELL BE
THE BOY WE ARE
LOOKING FOR.



IMPOSSIBLE.



YOU THINK BY
SOME INCREDIBLE
COINCIDENCE WE'VE
SIMPLY JUST
RUN INTO HIM?

THAT'S
ABSDUR.

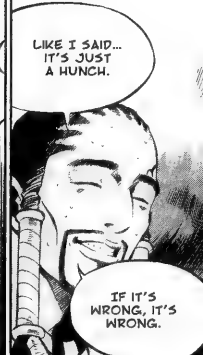


YOU THINK
SO...

HRGH!



RRAAGH!



LIKE I SAID...
IT'S JUST
A HUNCH.

IF IT'S
WRONG, IT'S
WRONG.



EITHER WAY,
A LITTLE
CONVERSATION WITH
THEM WILL REVEAL
EVERYTHING.

THE NIGHT
IS LONG.

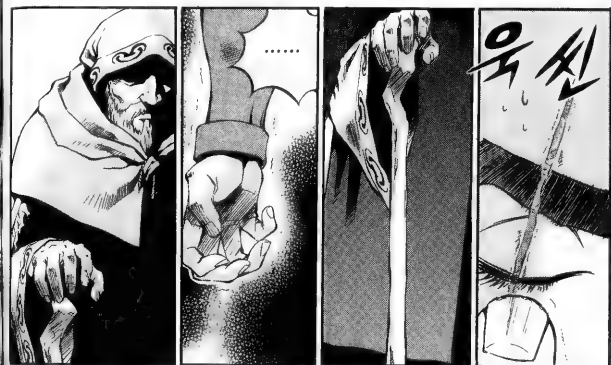
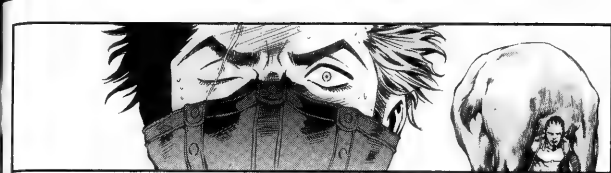


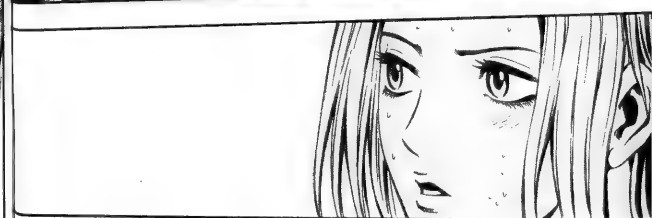
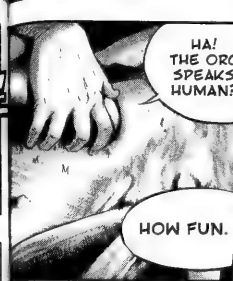
I STILL
SAY--



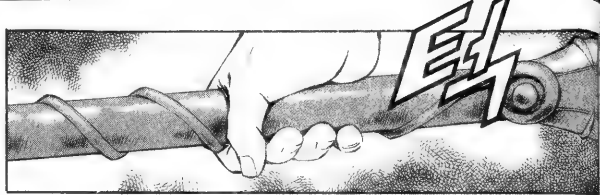


Episode 12
Throbbing Wound









IF THEY ARE WHO WE
THINK THEY ARE, YOU
MUST REALIZE YOU'RE
NO MATCH FOR THEM!



W-WAIT!
WHERE ARE
YOU GOING?!



YES. TELL
ME A THING I
CANNOT DO...

...THEN STAND
BACK AND
WATCH.



I DRAW NEW
STRENGTH FROM
GRAVE PERIL.
HUN HURURZ!

YOU HEARD HIM.
THEY ARE HUNTING
ZIAN AND FATHER
KENNETH.

THEY HOPE TO
KILL. YOU SEE?
I...WON'T...LET THEM.







YOUNG
MAN, WHAT
IS YOUR
GRIEVANCE?

INCREIBLE!



YOU
PRETEND
YOU DON'T
KNOW?



Episode 13
The Tass Melee, Part I



I ASSURE YOU,
I HAVE NO
NOTION OF IT.
ALL THE SAME...



...I WON'T
INDULGE YOU
ANY LONGER.

三



Episode 13

The Tass Melee, Part I

GUAAKK!

AAAAAAAAHHH!

THAT'S
ENOUGH...

NOW YOU
DEAL WITH
ME!

GUH!



WHAT...IS
HAPPENING
HERE?



IT'S HIM!



DON'T
JUST
STAND
THERE,
FOOL,
GET HIM!



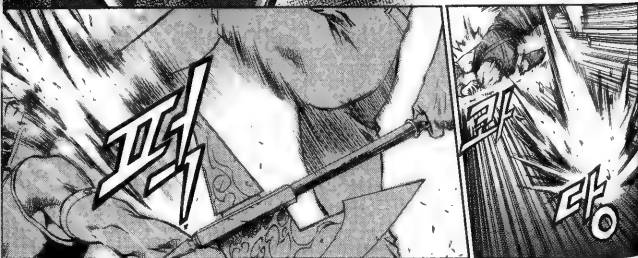
FOR A GUY
WHO KEEPS
HIS MOUTH
COVERED, YOU
SURE TALK A
LOT. AND I'VE
HAD ENOUGH.
LIE THERE
AND THINK
ABOUT THAT.



ANYWAY...



...I STAY ON THE
GROUND. I'M NOT
A FLIPPING FAIRY
GYMNAST LIKE
SOME OF YOU.





YOU FIGHT
WITH THE SKILL
OF A WILY OLD
COUGAR.



YOU
BATTLE
WITH AN
OPEN
HAND.

ARE YOU
A MONK?



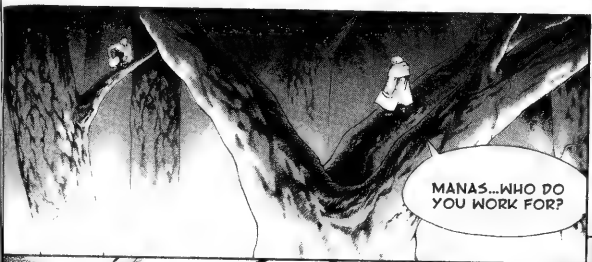
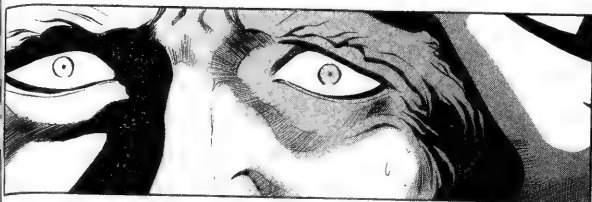
I WILL
ASK THE
QUESTIONS,
SIR.



YOU
DON'T MAKE
MISTAKES. YOU
ARE A WORTHY
OPPONENT.



TELL ME WHERE
IS THE HEIR
OF MANAS.



MANAS...WHO DO
YOU WORK FOR?



ARE YOU THE BAND
OF MERCENARIES...

...WHO
MURDERED
LEON?







UHN!



PHOOO!

WELL, WELL...
IF I'M NOT
CAREFUL, I CAN
WIND UP IN HALF.



I'D BETTER
ALTER MY
ATTACK,
OUGHTN'T I?



THE SAME
PATTERN...



RAGH!

SURELY, I
BLOCKED
ALL OF
IT...

NO...?

OLD
TRICKS!
OLD
TRICKS!

PLEASE
DON'T
TELL ME
I CAUGHT
YOU OFF
GUARD
ALREADY?!

NOW...!





WHY DID YOU FOLLOW ME, PULER?



YOU WAIT YOUR TURN.



ORCISH FILTH!

GAH!



ATTACK ME FROM BEHIND?

WELL I'LL MAKE ROOM FOR YOU NOW!



IS THAT A MAGE STAFF?



WILL WONDERS NEVER CEASE...



A MAGIC-USING ORC! HA!



BUT YOU WAVED YOUR WAND AT THE WRONG GUY!

TODAY, YOU'LL REGRET EVER BECOMING A MAGE!

AURA
OF
DISPEL!

YAAAAHHH!

파악



THE FLAME
OF PURITY
BURNS
AWAY ALL
BAGRONK
CORRUPTION!

IT CONSUMES
THE DARK
CORE OF
CONJURATIONS
ON ANY
CREATURE.



...OF FIRE!



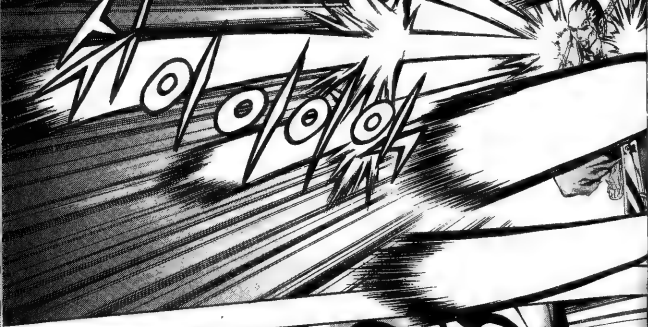
NOW YOU SEE,
DON'T YOU...IT'S NOT
A CONJURATION
FOR ME. IT'S MY
AURA OF POWER,
AND IT DISPELS ALL
SPIRIT MAGIC.

FOR AS LONG
AS THE AURA
LASTS, I'M
INVULNERABLE
TO YOU!



Episode 14

The Tass Melee, Part II









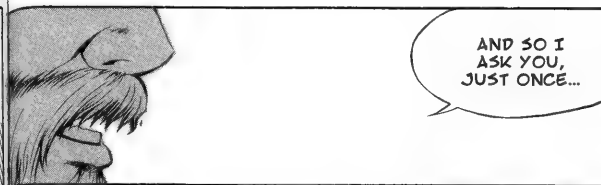
AHUH!

BLUGH!



THAT
RUSE...

...WILL
NO
LONGER
WORK.



AND SO I
ASK YOU,
JUST ONCE...



MULTIPLE
ATTACKS
ARE AN
ILLUSION.

ANY
OPPONENT
STILL ONLY
HAS TWO
HANDS.



ALTHOUGH...

Huh hah...

Huh hah...

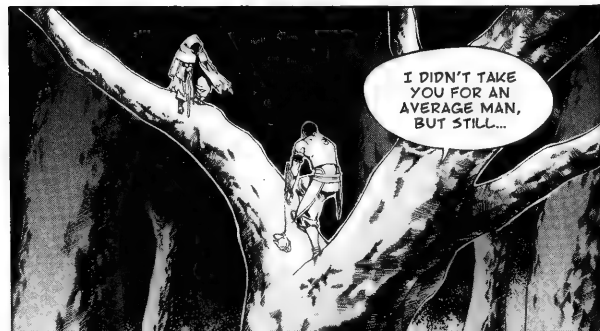
...YOUR DUAL
ATTACK WITH
THE LION
GAUNTLET...

...IS NOT
NORMALLY A
MONK SKILL.



...HOW DID
ONE LIKE
YOU...

...LEARN THE
ART OF THE
DRAGON
SCION?





Hunghh...



EW. SMELLY...
THAT ORCISH
BLOOD DOES
GIVE OFF AN
AWFUL STINK!

Huh hah...

Huh hah...

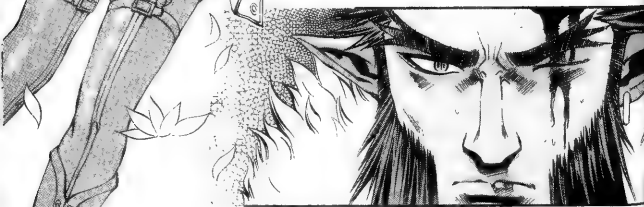


Hah hahh...



TUCKERED
OUT
ALREADY?

WHAT?



OH, MANA. OH,
ENERGY WHICH
FLOWS THROUGH
ALL CREATION...

...ONLY WANTING
A VOICE TO SHAPE
IT, BRINGING
STRENGTH, LIFE,
I CALL YOU...

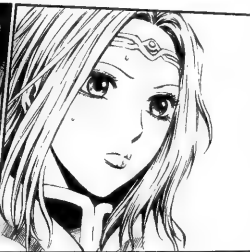
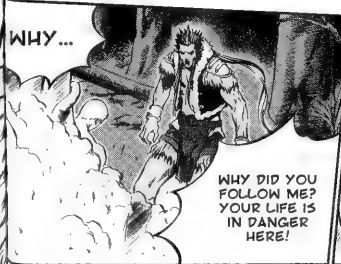
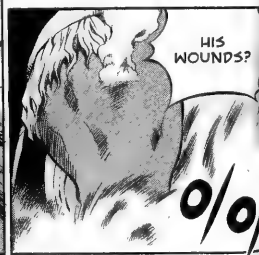


FORCE OF
VITALITY!!!



YOUR MAGIC
WON'T WORK
ON ME!









YEEK!



GUH-HAHH!

MMMPH...



NOW THAT YOU KNOW ME BETTER...DO YOU THINK I'LL HAVE MERCY BECAUSE YOU'RE A GIRL?

KUH...

NGUH!



YEEEK!



SUFFERING MUCH?

Hn-hun!

Gaugh!



투투투



HOW ABOUT THIS?

Hah hah...

Hah hah...





NOW, WHAT'S
YOUR MOVE,
ORC?



I GIVE YOU
THE TIME IT
TAKES FOR AN
AXE TO FALL.

COME
STOP ME.



HURRY!

AH!



WHAT MAN
ARE YOU,
ZUZAR
MOKURZZ?



Hah hah...

Hah hah...

...UGDRA--



UGPRASIL!

TAKE
YOUR
CHANCE!
FLEE!



Episode 15
Ghosts from the Past



SYLVIA, I CAN'T TELL
YOU HOW DISAPPOINTED
WE ALL ARE IN YOU...
MAKING YOUR BED
WITH ONE OF THESE
DISGUSTING CREATURES!



Waaah



MOMMY...

MOMMYYYY...



CAN YOU NOT LOOK UP
FROM YOUR SHAMES NOW
THAT YOU'RE FINALLY
SURREOUNDED BY YOUR
OWN KIND AGAIN? BY...

...CIVILIZED
HUMAN
BEINGS?



Sob



DON'T
CRY
FOR
ME...

...DARLING
UGDRASIL.



IS THAT
YOUR ONLY
ANSWER?

MY
SWEET...

...SWEET
CHILD.

THROQU
BAG
AGH
MAT!!!











HMM...



THEY'RE
ONLY
CIRCLING...



AS IF TO...





SPAWN
HELLCAT!

OH
NO!





I HAVE A...

...FEELING...



WHAT ARE
YOU DOING?
DON'T YOU
WANT TO
COME EAT?



THIS IS
GOOD!

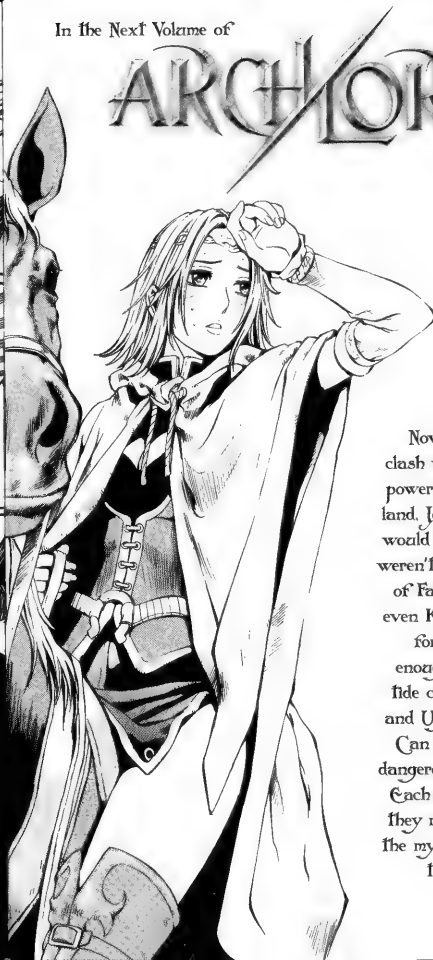
SURE
IS!

Continues in Archlord Volume 3!

To be continued

In the Next Volume of

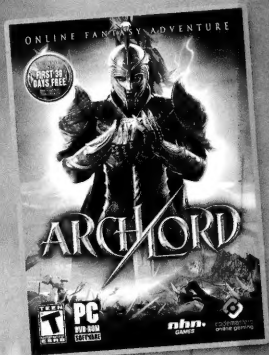
ARCHLORD



Now embroiled in a clash with the four most powerful warriors in the land, John and his friends would be slaughtered if it weren't for the appearance of Father Kenneth. But even Kenneth's formidable force might not be enough. And when the tide changes, Arin, John and Ugdrasil get split up. Can they hazard their dangerous journey divided? Each will need help, and they may just get it from the mysterious denizens of the Tass Forest.

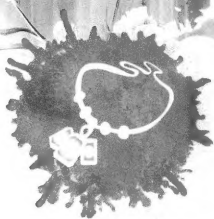
End of Interview

THANKS FOR READING
VOLUME 2 OF TOKYOPOP'S
ARCHLORD MANGA.



WE HOPE YOU ENJOYED IT.

Continue the adventure in the *Archlord* video game. To get your exclusive playable in-game item go to www.archlordgame.com/tokyopop and claim your Choker of Protection

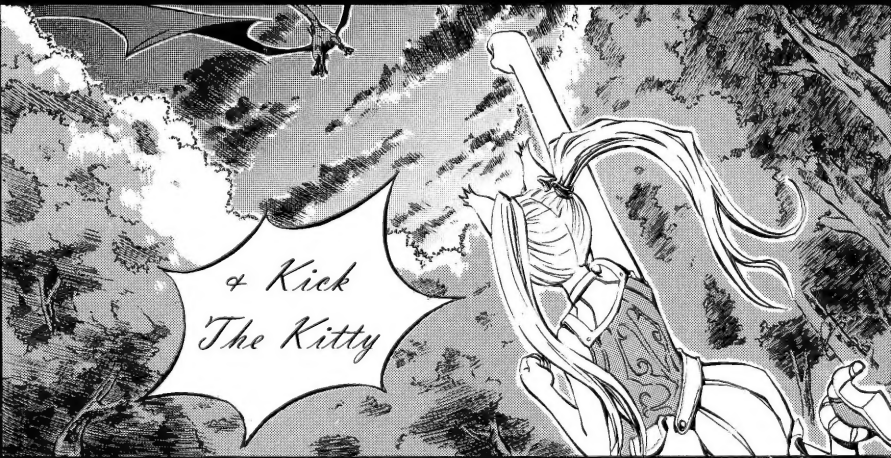


CHOKER OF PROTECTION

When worn by the player
increases their damage mitigation
(adds +5 physical defence points)

Saras

*& Kick
The Kitty*



아크로드

ARCHLORD

대연픽아이(주)

2

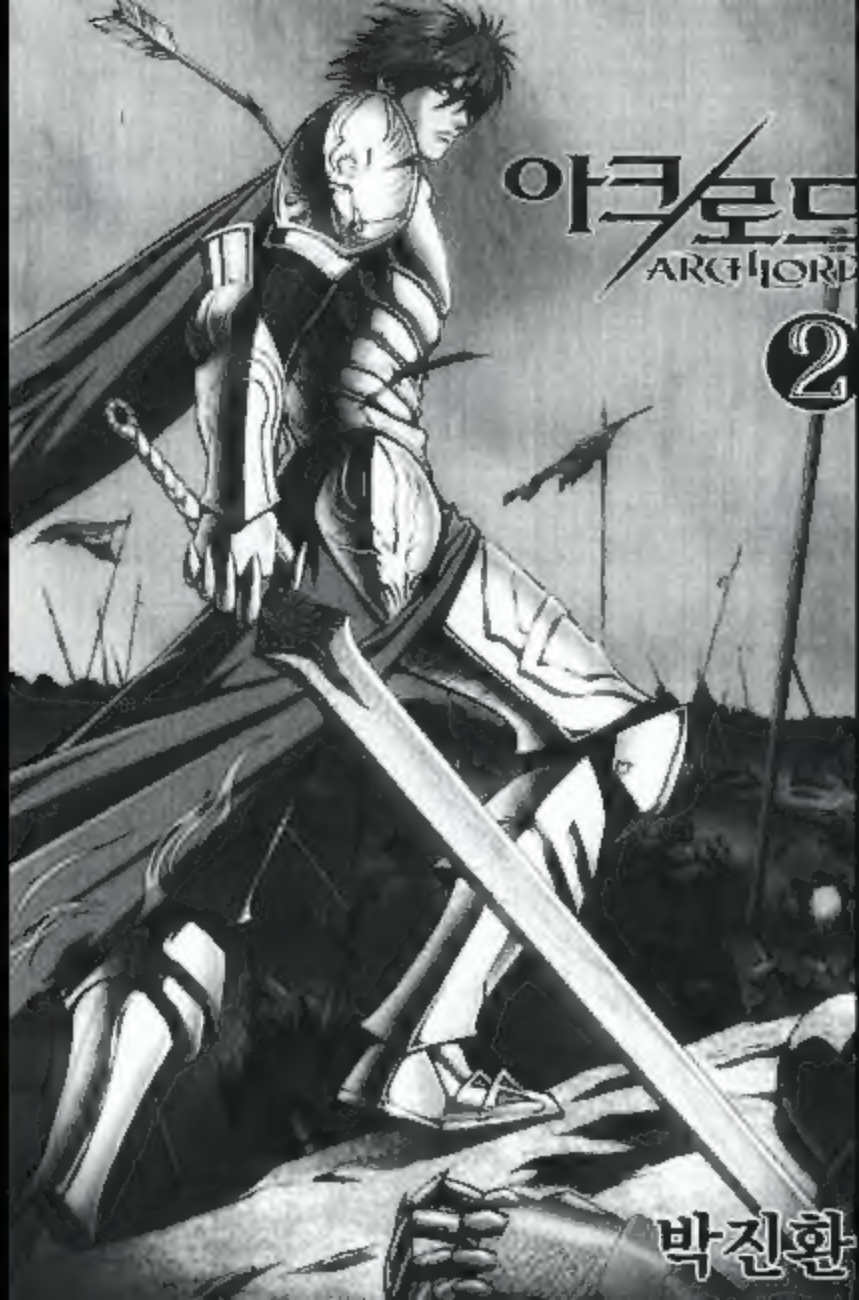


박진환

아크로드

ARCHLORD

2



박진환

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